

cates one of the sections in the indicated or highlighted annular area. The player receives the award associated with the indicated section. The player continues to play the bonus game until the player has no spins remaining in the game.

[0012] In another embodiment, the award wheel first is spun to indicate a pie-shaped area of the wheel. Each pie-shaped section is further divided into individual sections by the annular areas on the wheels. Then, the sections in the indicated pie-shaped area are alternately illuminated until one section is randomly selected and remains illuminated. The player receives the award associated with that selected section.

[0013] In a further embodiment, an annular area is illuminated and defines the first coordinate of a group of sections. Then the indicator spins about the perimeter of the award wheel to define the second coordinate of one of the sections in the illuminated annular area. When the indicator stops, the indicated first and second coordinates define the indicated section on the award wheel. The gaming device provides the player with the award associated with the indicated section defined by the determined first and second coordinates.

[0014] In an alternative embodiment of the present invention the sections on the award wheel include a plurality of awards and a plurality of award percentages. Specifically, the award wheel includes a plurality of sections wherein the sections are arranged in a plurality of groups. The groups of sections include a symbol group, which includes the sections in the outermost annular area and a plurality of modifier groups, which include the sections in inner annular areas.

[0015] In one embodiment, a plurality of awards, such as award values or credits, are associated with the sections in the symbol group. The awards may include values, multipliers, modifiers, monetary prizes, non-monetary prizes, physical prizes or any suitable type of award. It should be appreciated that any of the annular areas or groups on the award wheel may include sections having one or more awards.

[0016] Additionally, a plurality of award portions or award percentages are associated with the sections in the modifier groups. In one embodiment, the modifier groups include award percentages of 100%, 75%, 50% and 25% associated with each of the sections in these groups. The award percentages may be any suitable award percentages desired by the game implementor. In one embodiment, the award percentages associated with the sections in each of the modifier groups are the same. In another embodiment, the award percentages associated with the sections in each of the modifier groups are different. It should be appreciated that at least one of the award percentages, a plurality of the award percentages or all of the award percentages associated with the sections within each of the groups may be different. Additionally, the award percentages associated with the sections may be different from group to group. In one embodiment, the award percentages associated with the sections in the groups increase from the innermost annular area to the outermost annular area. In another embodiment, the award percentages decrease from the innermost modifier group to outermost modifier group. Furthermore, the award percentages may be represented as fractions, decimals or any other suitable type of award portion, fraction or percentage.

[0017] In an operational embodiment, the gaming device indicates an award percentage and an award in each activa-

tion or spin of the award wheel. The indicated award percentage is multiplied by the or applied to an indicated award in the symbol group to provide an activation or spin award to the player for that activation or spin. For example, when an indicated section includes an award percentage of 75% (0.75), the gaming device provides the player with 75% of the award associated with the indicated section in the symbol group. In other words, the gaming device multiplies the indicated award by 0.75 to provide an activation award to the player for that activation or spin.

[0018] In one embodiment, each of the modifier groups are included on the same wheel and rotate in the same direction. In another embodiment, at least one of the modifier groups is included on a separate wheel from the other annular areas. In this embodiment, the wheels may rotate in the same direction or in different directions. In a further embodiment, each of the modifier groups are included on separate wheels. The wheels may rotate in the same direction, at least one may rotate in different directions from the other wheels or a plurality of the wheels may rotate in a different direction. In a further embodiment, the award wheel may also remain stationary and the section indicator may rotate about the perimeter of the award wheel in a clockwise or counterclockwise direction.

[0019] The gaming device also includes an additional bonus award such as a big bonus award. In one embodiment, the big bonus award is indicated in the middle of the award wheel includes a masked or hidden award provided to the player by the gaming device when all of the award percentages associated with a particular award are indicated in the game (i.e., in the number of spins of the wheel provided to the player). The big bonus award may be an award value, a modifier, a multiplier, free spins, free games or any other suitable award. The big bonus award is provided to the player in the game or in a subsequent game (i.e., free spins) or added to the player's total award in the game (i.e., an award value or credits).

[0020] In another embodiment, the gaming device enables a player to pick or select an annular area or pie-shaped area or segment of the wheel prior to playing the game or initiating the spins of the wheel in the game. It should be appreciated that the gaming device may enable the player to pick one, a plurality or the annular areas and/or pie-shaped segments or areas of the wheel in a game. It should also be appreciated that the gaming device may enable the player to pick the annular area or areas or pie-shaped section or sections prior to playing the game, prior to one spin in the game or prior to a plurality of the spins in the game. In one embodiment, the gaming device enables the player to pick one of the annular areas or pie-shaped sections by pressing or touching the corresponding annular area or pie-shaped section on a touch screen display device or by pressing a button or similar input device which corresponds to the annular area or pie-shaped section on the wheel.

[0021] In a further embodiment, the gaming device of the present invention is employed in a progressive type game where a player accumulates indicated sections on the wheel in a plurality of games. In this embodiment, the indicated sections remain highlighted or illuminated for a designated number of games. The designated number of games may be predetermined, randomly determined or determined in any suitable manner. In one aspect of this embodiment, the